

AMENDMENTS TO THE CLAIMS

Claims 1-5, 7-15 and 17-20 were pending in the application. Claim 1 is an independent claim, and claims 2-5 and 7-10 depend there from. Claim 11 is an independent claim, and claims 12-15 and 17-19 depend there from. Claim 20 is an independent claim. Claims 1, 4, 11, 14 and 20 are currently amended.

Listing of Claims:

The following listing of claims replaces all prior versions, and listings, of claims in the Application.

1. (Currently Amended) A method for soothing or calming a child, the method comprising:
~~receiving at least one triggering event by in~~ an audio enabled toy comprising a handheld stuffed animal, a first signal caused by a first at least one external triggering event;
determining from within said audio enabled toy, a first playback operating mode from a plurality of playback operating modes based on said received first signal caused by said first at least one external triggering event, wherein said plurality of playback operating modes comprises a constant heartbeat mode, an increasing heartbeat mode and a decreasing heartbeat mode;
selecting by said audio enabled toy, at least one sound that mimics a mother's sound from a plurality of mother's sounds based on said determined playback operating mode; and
generating an audio signal representing said at least one sound;
receiving in said audio enabled toy, a second signal caused by a second at least one external triggering event;

determining from within said audio enabled toy, a second playback operating mode from said plurality of playback operating modes based on said received second signal caused by said second at least one external triggering event; and
changing said first playback operating mode to said second playback operating mode.

2. (Original) The method according to claim 1, further comprising playing by said audio enabled toy, sound corresponding to said generated audio signal.

3. (Original) The method according to claim 2, further comprising determining whether said audio enabled toy should operate in at least one of a power down mode, a power saving mode and a normal operation mode subsequent to said playing of said sound corresponding to said generated audio signal.

4. (Currently Amended) The method according to claim 1, wherein at least one of said first at least one external triggering event and said second at least one external triggering event is at least one of a manual trigger and an automatic trigger.

5. (Original) The method according to claim 4, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

6. (Canceled)

7. (Previously Presented) The method according to claim 1, wherein said plurality of playback operating modes further comprises a miscellaneous sounds mode.

8. (Original) The method according to claim 1, further comprising varying from within said audio enabled toy, at least one of a duration, a volume and a pitch of said audio representation of said sound.

9. (Original) The method according to claim 1, further comprising recording at least one sound generated by a microphone coupled to said audio enabled toy.

10. (Original) The method according to claim 9, further comprising storing said recorded at least one sound within said audio enabled toy.

11. (Currently Amended) A system embodied in a toy for soothing or calming a child, the system comprising:

a processing circuit of that receives at least one triggering event by an audio enabled toy comprising a handheld stuffed animal, that receives a first signal caused by a first at least one external triggering event;

said processing circuit determines a first playback operating mode from a plurality of playback operating modes based on said received first signal caused by said first at least one external triggering event and selects from within said audio enabled toy, at least one sound that mimics a mother's sound from a plurality of mother's sounds based on said determined playback operating mode, wherein said plurality of playback operating modes comprises a constant heartbeat mode, an increasing heartbeat mode and a decreasing heartbeat mode; and

at least one of said processing circuit and an audio output unit generates an audio signal representing the at least one sound,

wherein said first playback operating mode is changed to a second playback operating mode determined by said processing circuit from said plurality of operating modes based on a received second signal caused by a second at least one external triggering event.

12. (Original) The system according to claim 11, wherein said audio output unit plays from within said audio enabled toy and via a speaker coupled to said audio output unit, sounds corresponding to said generated audio signal.

13. (Previously Presented) The system according to claim 12, wherein at least one of said processing circuit and a mode control unit determines whether said audio enabled toy should

operate in at least one of a power down mode, a power saving mode and a normal operating mode subsequent to said playing of said sounds corresponding to said generated audio signal.

14. (Currently Amended) The system according to claim 11, wherein at least one of said first at least one external triggering event and said second at least one external triggering event is at least one of a manual trigger and an automatic trigger.

15. (Original) The system according to claim 14, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

16. (Canceled)

17. (Previously Amended) The system according to claim 11, wherein said plurality of playback operating modes further comprises a miscellaneous sounds mode.

18. (Previously Presented) The system according to claim 11, further comprising:
a timer that varies from within said audio enabled toy, a duration of said soothing sound;
and

a volume control unit varies at least one of a volume and a pitch of said audio representation of said at least one sound.

19. (Original) The system according to claim 11, further comprising a memory coupled to at least one of said processing circuit and said audio output unit for storing at least one sound generated by at least one of a microphone coupled to said audio enabled toy and sound generator.

20. (Currently Amended) A system embodied in a toy for soothing and calming a child, the system comprising:

a switch having a plurality of switch settings and coupled to a processing circuit, wherein each of a plurality of playback operating modes is associated with a different one of said plurality of switch settings;

at least one of a timer and a volume control unit coupled to said processing circuit;

a mode control unit coupled to said processing circuit for determining a playback operating mode from said plurality of playback operating modes based on a selected switch setting of said plurality of switch settings, wherein said plurality of playback operating modes comprises a constant heartbeat mode, an increasing heartbeat mode and a decreasing heartbeat mode; and

an audio output unit coupled to said processing circuit, said audio output unit comprising at least one sound generator capable of generating at least one of heartbeats and voice sounds of a mother;

a speaker integrated within the handheld toy and coupled to said audio output unit; and

a microphone and memory coupled to at least one of said processing circuitry and said audio output unit.